

TOP

TEN TIPS *for* TEACHING WITH NEW MEDIA

TOOLS
and
RESOURCES
UPDATED
for
2011-12



Top Ten Tips

for Teaching with New Media

WHETHER YOU'RE BRAND-NEW to the profession or a classroom veteran, we hope you'll discover some fresh ideas in this collection of tips and resources on how to bring new media into the classroom. Easy-to-use tools will help you build your classroom community, survey students to bring out their ideas, and make learning more collaborative. You'll find links to resources for incorporating everything from infographics to citizen science projects too.

Students of all ages will benefit from building a strong classroom culture (**Tip #1: Break the Digital Ice**). If you teach at the elementary level, you might want to introduce tools that pack a lot of visual interest, such as VoiceThread or Glogster (**Tip #9: Put Your Best Face Forward**). Older students are likely to enjoy using social-media tools like Edmodo or Twitter (**Tip #8: Make Learning Social**). Even texting deserves a spot in your tech tool kit, if you harness it for a good cause (**Tip #2: Survey Your Experts**). And at all ages, kids will benefit from the chance to make a difference (**Tip #3: Get Off to a Good Start**).

We'd love to know how you put these ideas to work. Please join the ongoing conversation in the Edutopia community and connect with others who share your passion for improving education.

—**Suzie Boss**

Edutopia.org blogger and author of
Reinventing Project-Based Learning

TIP LIST

|||||

1. Break the Digital Ice
2. Survey Your Experts
3. Get Off to a Good Start
4. Contribute to Science
5. Find What You Need
6. Make Meaning with Infographics
7. Work Better, Together
8. Make Learning Social
9. Put Your Best Face Forward
10. Use the Buddy System

Break the Digital Ice

ICEBREAKERS ARE a time-honored tradition for starting the new school year. Scavenger hunts, name games, and other introductory activities help teachers and students get acquainted so they can start building a positive learning community. Give this important classroom tradition a makeover by integrating digital tools. Try a low-tech activity, as well, to build teamwork and unleash creativity right from the start.

Wallwisher (<http://wallwisher.com>) is an easy-to-use tool for brainstorming and gathering feedback. Once you set up a free account, you can quickly create a virtual wall. Name your wall and use the subhead field to add a prompt: What's the best book you read this summer? What's your number one goal for this school year? If you could take a field trip anywhere, where in the world would you choose? Note the URL for your page, and then send students to your wall. With a click, they'll create a new "sticky note" where they can post their response. Even students who may be reluctant to speak up during the first days of school will have a voice in this conversation.

AnswerGarden (<http://answergarden.ch>) is another online tool for gathering student responses in a flash, and you don't need to register to use it. To get started, just enter your question and click "Create an AnswerGarden." You can embed your AnswerGarden on a blog, website, or social network, or you can give students a link for posting their replies. The site displays their answers in a word cloud.

VoiceThread (<http://voicethread.com>) can help you and your students get better acquainted. The site allows users to combine photographs or other visuals with written or audio comments. You might introduce VoiceThread as a whole-class activity using a projector or interactive whiteboard. Share a digital album to introduce yourself, then invite students to record their own audio comments to help you learn more about them—and to help them learn about one another.

If you're planning projects that will involve teamwork, here's a low-tech, low-risk activity to build collaboration skills early in the year. The Marshmallow Challenge (<http://marshmallowchallenge.com>) asks teams to use 20 sticks of dry spaghetti, a yard of tape, a yard of string, and a marshmallow to build the tallest freestanding structure they can devise that will support the weight of one marshmallow. Learn more about the power of this simple challenge by watching this TED Talk by innovation expert Tom Wujec: http://ted.com/talks/lang/eng/tom_wujec_build_a_tower.html.



Related Resources:

- Educator and ed-tech guru Tom Barrett has created a slide show called "Interesting Ways to Use Wallwisher in the Classroom" as part of his Interesting Ways series: <http://edte.ch/blog/interesting-ways/>.
- "100 Ways to Use VoiceThread in Education" is a teacher-created VoiceThread about VoiceThread: <http://voicethread.com/#q.b26224.i145977>.
- You can explore this Edutopia article, "VoiceThread Extends the Classroom with Interactive Multimedia Albums": <http://edutopia.org/voicethread-interactive-multimedia-albums>.
- Read this Edutopia blog post, "Marshmallows, Innovation, and Good Talk at ISTE," which is about bringing the Marshmallow Challenge to school: <http://edutopia.org/blog/iste-innovation-marshmallow-challenge>.

Survey Your Experts

MANY OF TODAY'S DIGITAL KIDS spend their free time producing videos, posting on social-networking sites, and text-messaging their friends. You can take advantage of their technical know-how in the classroom too. Locate your classroom experts with a survey that asks who has experience with graphic design, digital photography, podcasting, video editing, blogging, animation, or any other tech skills you may want to tap.

Poll Everywhere (<http://polleverywhere.com>) offers free surveys for up to 30 participants. They can respond via texting, cell phone, Twitter, or the Web, and responses appear instantly. Polldaddy (<http://polldaddy.com>) is another service that's free for up to 100 survey responses per month, and it even has an app for the iPad.

You can also embed a Google form on your class website or blog to collect survey responses. Once you have gathered raw data, save your information as a spreadsheet so that you can easily identify your classroom experts when the need for specialized help arises. Or better yet, ask your resident spreadsheet experts to help you. Learn more about Google for Educators in "Google for Educators: The Best Features for Busy Teachers": <http://edutopia.org/google-educators>.

Cast a wider net for technical expertise by surveying parents. Even better, have your students survey their family members. Don't overlook other experts in your school community. After-school technology clubs, instructional-technology staff, school-media specialists, and other tech-savvy colleagues are all likely sources of expertise.

Related Resources:

- Other online survey tools include ProfilerPRO (<http://profilerpro.com>), SurveyMonkey (<http://survey.monkey.com>), and Zoomerang (<http://zoomerang.com>). Many online survey tools offer free basic accounts.
- Marie Bjerede, posting on the O'Reilly Radar blog, explores the use of mobile devices for classroom polling and other instructional uses: <http://radar.oreilly.com/2010/03/cell-phones-in-classrooms.html>.
- What do administrators think about using cell phones in class? Join the ongoing discussion about this topic in the Edutopia community: <http://edutopia.org/groups/administrators/26013>.
- "Teens, Cell Phones, and Texting," a report from the Pew Research Center, shares the latest data about teens and their use of mobile devices: <http://pewresearch.org/pubs/1572/teens-cell-phones-text-messages>.

Get Off to a Good Start

GET THE SCHOOL year off to a good start by adopting a new tradition that will benefit your students and build a sense of community.

Morning meetings help set a positive tone for the whole school day. Learn more about this community-building tradition in the Edutopia video, “Community Begins with the Morning Meeting”: <http://www.edutopia.org/louisville-sel-morning-meetings-video>. Then, find ideas for how you can introduce positive social and emotional learning strategies—whether you’re ready to invest five minutes, five days, or five years—in the companion article, “Set Up Social and Emotional Learning in Your Classroom, School, or School District”: <http://www.edutopia.org/louisville-sel-replication-tips>.

A daily tradition called Gathering creates a supportive environment at an alternative school where students are getting a fresh start. Learn more in this blog post, “The Art of Building School Community”: <http://www.edutopia.org/building-school-community-eagle-rock>.

Getting students involved in school-wide service projects is another strategy for building a positive environment. Edutopia blogger Heather Wolpert-Gawron describes a project she planned to use to launch the new school year at her not-so-green middle school in her post “PBL: Picking a Start-of-the-Year Project”: <http://www.edutopia.org/blog/project-based-learning-example-save-tree>. She wisely focuses on a local issue that her students are apt to care about.

For more ideas about building community by doing good things, read about how students in a rural school protect trout habitat near their campus and use math to design and build kid-sized garden benches in the Edutopia article “Rural Students Reap Academic Gains from Community Service”: <http://www.edutopia.org/service-learning-fowler>. Or watch “Wetland Watchers: Kids Care for Their Environment,” a video about Louisiana middle school students who have become acclaimed wetlands monitors: <http://www.edutopia.org/wetland-watchers-service-learning-video>.



Related Resources:

- Document and publicize students’ good work with photo-sharing sites such as Flickr (<http://www.flickr.com>) and Picasa (<http://www.picasa.google.com>).
- Learn more about social and emotional learning and get downloadable resources and articles for parents, from this Schools That Work series: <http://www.edutopia.org/stw-jefferson>.
- Learn more about service-learning strategies at Lift: Raising the Bar for Service-Learning Practice (<http://lift.nylc.org>), a site from the National Youth Leadership Council.

Contribute to Science

IN CITIZEN SCIENCE PROJECTS, people of all ages team up with professional scientists to gather needed research data. By involving your students in citizen science projects, you'll help them gain a deeper understanding of scientific inquiry. And because these are authentic projects, you can be sure students will never ask, "When will we ever need to know this?"

One of the best places to connect with citizen science projects is the Cornell Lab of Ornithology (<http://birds.cornell.edu>). You and your students can join projects that involve investigating everything from bird migrations to global climate change. This year, scientists need data about those birds you see in areas such as your own backyard (the types and number) to help them track bird populations on private grounds across North America.

You can get started contributing your own real-time data at eBird (<http://ebird.org>). It's also a gold mine of interactive maps, charts, and other up-to-date data outputs. (Click on the "View and Explore Data" tab to see more.)

Through its Project NestWatch website (<http://nestwatch.org>), the Cornell Lab of Ornithology recruits and teaches volunteers to monitor nests and share data with researchers. The lab's BirdSleuth site (<http://birdsleuth.net>) offers inquiry-based curriculums for grades 1-12. Students can design their own investigations and even publish their research findings.

Want to bring bird observations right into your classroom? Nest cams are set up around the country to offer a bird's-eye view of various species: <http://watch.birds.cornell.edu/nestcams>.

Related Resources:

- Read the Edutopia article "Kids Count: Young Citizen-Scientists Learn Environmental Activism": <http://edutopia.org/service-learning-citizen-science>.
- Journey North is a global study of wildlife migration and seasonal change. Registration is free, and online resources include connections with wildlife experts: <http://learner.org/jnorth>.
- Explore the multimedia resource "NatureMapping Takes Kids—and Technology—Outside and into Active Learning," which is about the nationwide project called NatureMapping. The article includes videos, downloadable lessons, and tips: <http://edutopia.org/naturemapping>.
- The Center for Innovation in Engineering and Science Education helps develop global, collaborative projects in which students act as citizen scientists. Projects involve gathering, analyzing, and contributing real data from around the world that relates to everything from everyday water usage to school-yard habitats: <http://ciese.org/collabprojs.html>.



Find What You Need

MAKING YOUR CLASSROOM into an inviting space for learning can be a spendy proposition; teachers typically invest \$500 or more each year on school supplies and furnishings. Instead of digging into your own wallet, you can take advantage of online tools and community resources to find what you need for free.

DonorsChoose.org (<http://donorschoose.org>) is a national initiative that has generated more than \$36 million for 90,000-plus school projects since 2000. Here's how it works: Public school teachers post a specific request on the DonorsChoose.org website. Citizen philanthropists choose which requests they want to fund. Kids follow up with thank-you notes. What gets funded? Donors fund everything from musical instruments to picture books to classroom technology. The Edutopia article "Wish List: Donated School Supplies Are Just a Click Away" offers some tips for crafting a winning proposal: <http://edutopia.org/donorschoose-school-supplies-donation>.

Adopt-A-Classroom (<http://adoptaclassroom.org>) is a similar initiative. Donors are invited to partner with specific classrooms to offer financial help and encouragement.

If you need materials for a project, look locally for reusable goods that might otherwise wind up in the landfill. The Freecycle Network (<http://freecycle.org>) connects you with Yahoo! Groups in your community where you can browse donation opportunities or post your own requests for free stuff. Trash for Teaching (<http://trashforteaching.org>) is a program in Southern California that diverts usable manufacturing materials from the trash stream to schools as raw materials for creative projects. Similar programs exist in many communities.

Free classified ads offer another route for finding good stuff. Use your class website, Facebook page, or newsletter to let the community know what you need. There's no harm in asking, right?



Related Resources:

- For more ideas about finding free supplies, check out the Edutopia article "How to Get Complimentary Teaching Materials": <http://edutopia.org/free-school-supplies-fundraising-donation>.
- Other programs that match willing donors with teacher requests include Supply Our Schools (<http://supplyourschools.org>) and iLoveSchools.com (<http://iloveschools.com>).
- Learn more about turning industrial waste into art materials by checking out this Edutopia article, "From Trash to Treasure: Reusing Industrial Materials for School Art Projects": <http://edutopia.org/recycle-trash-art-projects>.

Make Meaning with Infographics

IN THE WORLD OF NEW MEDIA, it's not enough to tell a story with text. Infographics combine statistics with graphic design, creating a visual representation of information. A graphic about childhood obesity rates, for instance, might use ice cream cones of varying sizes to represent weight-gain patterns over time. An infographic about housing might use a Monopoly-style game board to illustrate data about home-mortgage failures.

In the classroom, infographics offer an intriguing way to introduce a topic. They can inspire curiosity in a way that dry statistics might not. They make math meaningful by using numbers in the context of real-life events. Analyzing infographics also offers a good exercise in information literacy. You might ask students to consider the following: What's the source of data that the graphic displays? Is it reliable information? Does the clever design manipulate or influence how the reader interprets the data?

Infographics are regular features in most mainstream media. You can search *The New York Times* website (<http://nytimes.com>), for instance, to find infographics about current events such as the earthquake and tsunami in Japan or political upheaval in Libya. GOOD (<http://good.is/>) is another site that makes regular use of infographics—and also runs contests for submitting your own (or your students') illustrations.

Maybe you'd like to have students design their own infographics to convey their understanding of a concept. High school history teacher Diana Laufenberg describes the rich learning that resulted from an inquiry-driven infographics project in which her students investigated environmental disasters in American history. In this post for the Learning Network of *The New York Times* website, she captures some of the highlights and offers a step-by-step guide for making infographics teachable: <http://learning.blogs.nytimes.com/2010/08/27/teaching-with-infographics-a-student-project-model/>. To learn more about teaching with infographics, check out the Learning Network's series of posts on the topic: <http://learning.blogs.nytimes.com/2010/08/23/teaching-with-infographics-places-to-start/>.



Related Resources:

- You can check out this article on the subject, “How Infographics Make Learning Interesting”: <http://educationwebdesign.com/how-infographics-make-learning-interesting/>.
- FlowingData is a site devoted to exploring how designers, programmers, and statisticians are putting data to good use: <http://flowingdata.com/category/visualization/infographics>.
- Wordle (<http://www.wordle.net>) is a free tool that turns a block of text, or simply a list of words, into a cloud pattern. It displays most prominently the most frequently used words. Teachers are finding multiple uses for this tool, from pre-reading activities to reflection exercises.
- Tagxedo (<http://www.tagxedo.com>) is similar to Wordle, but it allows you to create word clouds in custom shapes.
- SimpleDiagrams (<http://www.simplediagrams.com>) is another easy-to-use tool for turning raw ideas into visuals.



Work Better, Together

COLLABORATION IS A SKILL your students will need for the future. To help them work better together, make collaborative tools part of your classroom practice.

Sync.in (<http://sync.in>) is a handy tool for collaborating on a document in real time. It's free and there's no registration required. One click opens a new page (with its own URL) where you'll see a chat window and space for word processing. Multiple authors can work simultaneously, and you'll see one another's edits and additions.

Google Docs, part of the Google for Educators tool kit (<http://google.com/educators/tools.html>), is another useful resource for managing collaborative work. After students set up free accounts, they'll be able to access their spreadsheets, documents, and presentations anytime, from any connected computer. Students can use Google Docs to view and respond to one another's work while it's in progress. That's helpful for collaborative tasks such as doing peer reviews, sharing notes, or developing a project presentation together.

If students are working together on videos or other projects that are heavy on graphics, they may need a solution for sharing large files. Dropbox (<http://dropbox.com>) is an example of a file-sharing site. Some teachers also use these types of sites for collecting homework and other student assignments.

If you encourage your colleagues to use collaborative tools too, you can reap the benefits of teaming up for project planning and professional development.

Related Resources:

- Looking for a collaboration partner? Join the Edutopia community group called Collaborators Wanted: <http://edutopia.org/groups/collaborators-wanted>.
- Explore this Edutopia special report, "Collaboration Generation: Teaching and Learning for a New Age": <http://edutopia.org/collaboration-age-technology-networking>.
- Wondering about wikis? Watch a Common Craft video that explains them succinctly: <http://commoncraft.com/video-wikis-plain-english>.
- Vicki Davis, author of the Cool Cat Teacher Blog, shares teaching tips for using wikis in her collaborative classroom: <http://coolcatteacher.blogspot.com/2010/05/tips-for-teaching-wikis-how-i-explain.html>.

Make Learning Social

FACEBOOK SHOWS NO SIGNS of losing popularity, especially among teens. Yet many schools continue to keep social-networking sites off-limits. Social-networking tools designed for education may prove more palatable to your school community—while retaining some appeal for tech-savvy students.

Edmodo (<http://edmodo.com>) first became popular as a secure platform for classroom micro-blogging. Teachers and students can use this free site for organizing course work, sharing files, conducting polls, and communicating with one another via mobile devices. The space looks and feels similar to mainstream social-media sites, which means students who regularly use Facebook or Twitter will be right at home.

Creating a classroom back channel is a new-media strategy for inviting everyone into the conversation. Think of a back channel as a private chat room just for your classroom. When students use an instant-messaging tool like iChat or Twitter (<http://twitter.com>) for micro-blogging, they can pose questions, make observations while watching a video or student presentation, or share a dissenting viewpoint. To spark conversation, you might pose a prompt that students respond to in the back channel. The archived chat offers a valuable artifact that can help you understand what your students are thinking.

Developing an effective learning environment that harnesses social media takes more than technology. You'll want to set a high bar for expectations. Students used to text-messaging with friends outside school will need to think about what's appropriate for in-class messages. Inappropriate comments in the back channel or social-media network can quickly turn into a distraction (like old-fashioned note passing). But teachers who are using these tools for valid academic purposes report that the benefits far outweigh the challenges.

Related Resources:

- More tools for creating a secure back channel for the classroom include Chatzy (<http://chatzy.com>) and TodaysMeet (<http://todaysmeet.com>). CoveritLive (<http://coveritlive.com>) is a live-blogging tool.
- Edudemic offers this related article, "The 30 Newest Ways to Use Twitter in the Classroom": <http://edudemic.com/2010/07/the-30-newest-ways-to-use-twitter-in-the-classroom/>.
- Edutopia guest blogger Steve Johnson argues for the use of social media with his post "Making the Case for Social Media in Education": <http://edutopia.org/social-media-case-education-edchat-steve-johnson>.
- Get tips on making the Internet safe for students with the Edutopia article "How to Talk About Life Online": <http://edutopia.org/digital-generation-social-networking-technology-project>.

Put Your Best Face Forward

ONCE UPON A TIME, being a good presenter meant polishing your public speaking skills. These days, students can choose from a variety of tech tools to help them craft a compelling presentation.

Glogster EDU (<http://edu.glogster.com/>) is a classroom-friendly (ad-free) version of a popular site for making multimedia posters. “Glogs” can incorporate text, graphics, images, links, audio, video, and more. Because students can use these online posters to layer and sort digital content, Glogster can be a useful tool for organizing big projects. The site also includes a showcase of student work.

Prezi (<http://prezi.com>) is an online tool for producing dynamic digital presentations. There’s no additional software needed, which means students can work on presentations from any computer that has Internet access. Unlike other presentation tools that arrange slides in a linear order, Prezi starts with a blank page. You can move between elements however you choose—zooming in, changing directions, or creating new paths between features.

Quick response codes—those scannable black-and-white boxes that are starting to show up on commercial products—offer a new way to enhance classroom presentations by embedding digital information. Read how Calgary Science School is using QR codes to add layers of multimedia information to student work: <http://calgaryscienceschool.blogspot.com/2011/04/enhancing-student-work-with-qr-codes.html>. For more ideas, such as how to embed book-review podcasts right into library books, watch this video from the McGuffey School District, in Claysville, Pennsylvania: <http://www.youtube.com/watch?v=ayWo32sKtj8>.

If students are working on complicated projects, they may need help staying organized. The LiveBinders site (<http://livebinders.com/>) allows users to create virtual three-ring binders and organize digital documents in one place. Students might create a single LiveBinder to present one project, or they can combine several projects into a digital portfolio.



Related Resources:

- Watch teachers in Maine discuss student projects in this Edutopia Schools That Work video: <http://edutopia.org/maine-project-learning-schools-that-work>.
- Want more ideas for assessing projects? Download this free Edutopia guide, “Top Ten Tips for Assessing Project-Based Learning”: <http://www.edutopia.org/10-tips-assessment-project-based-learning-resource-guide>.
- Simplebooklet is a free tool for creating—and sharing—online booklets: <http://simplebooklet.com>.
- Edutopia blogger Elena Aguilar takes a critical look at the qualities of final projects in her post “Do Your Final Projects Challenge and Motivate Students?”: <http://edutopia.org/summative-assessments-motivate-challenge-students-aguilar>.



Use the Buddy System

WHERE DO YOU TURN FIRST for brainstorming with colleagues? The faculty room offers a spot for face-to-face conversation, but you can expand your options by joining social networks that meet your professional interests. Here are a few places to share ideas and strategies with colleagues.

The Edutopia community (<http://edutopia.org/groups>) is the place to go for online conversations about everything from STEM education to green schools to project-based learning. Scroll through the community descriptions and join as many groups as you'd like—or suggest a new one to match your interests. Then jump into the conversations.

Classroom 2.0 (<http://classroom20.com>) appeals to both new users of Web 2.0 tools and more experienced practitioners. Tapped In (<http://tappedin.org/tappedin>) is an online community of educators that sponsors regular online events. Teachers Teaching Teachers (<http://teachers.teachingteachers.org/>) produces a weekly webcast, which includes a back-channel discussion and delivers exactly what the name promises.

Edchats are regularly scheduled, tightly focused, global conversations about education that take place on Twitter. Participants typically vote on the topic for each chat and then weigh in during an hour-long event. Comments typically fly by in Twitter, so you may find it easier to keep track with a tool like TweetDeck (<http://tweetdeck.com>). In addition to the original Edchat (<http://edchat.pbworks.com>), other regular events include Elemchat for elementary teachers (<http://elemchat.wikispaces.com>), Scichat for science educators (<http://teachingscience20.com/scichat>), and Mathchat for the math crowd (<http://mathschat.wikispaces.com/>).

Related Resources:

- Read about professional learning communities in “Teachers and Community Members Practice TLC with PLCs”: <http://edutopia.org/professional-learning-communities-collaboration>.
- Edutopia community manager Betty Ray blogs about ways to use Twitter in her post “How to Use Twitter to Grow Your PLN”: <http://edutopia.org/blog/twitter-expanding-pln>.
- TEDxNYED was an all-day conference that explored the role of new media in education. For a do-it-yourself professional experience, watch these videos with your colleagues and talk about the big ideas presented by speakers such as Dan Meyer (“Math Curriculum Makeover”) and Will Richardson (on the intersection of social learning networks and education): <http://tedxnyed.com>.

Top Ten Tips

for Teaching with New Media

+++++

ABOUT EDUTOPIA

Edutopia is where The George Lucas Educational Foundation's vision to highlight what works in education comes to life. We are a nonprofit operating foundation dedicated to improving K-12 learning by documenting, disseminating, and advocating for innovative strategies that prepare students to thrive in their future education, careers, and adult lives.

Through our award-winning website, videos, and growing online community, Edutopia is supporting and empowering education reform by shining a spotlight on real-world solutions and providing proven strategies, tools, and resources that are successfully changing how our children learn.

To find and share solutions, visit Edutopia.org.

SUPPORT EDUTOPIA! WHAT WORKS IN EDUCATION

Donate to Edutopia and join with others who care about changing education. Your support will help us continue to do the following:

*

Identify key attributes of successful learning environments

*

Bridge the gap between those who are struggling and those who have solutions

*

Improve online tools and resources for educators to collaborate and share with one another

*

Highlight districts and schools that have impactful and replicable solutions

**Please join us in ushering in a new world of learning.
To make your tax-deductible donation, go to
edutopia.org/support.**

visit us at edutopia.org

© 2011 The George Lucas Educational Foundation | All rights reserved.